

www.microïds.com

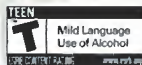


MICROÏDS



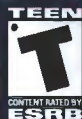
www.syberia2.info

Copyrights Syberia II © 2004 MC2-Microïds. All Rights Reserved. Produced and Published by MC2-Microïds. Author and Art Director: Benoît Sokal. All other trademarks and logos are property of their respective owners.



B. Sokal

Syberia II™



MICROÏDS

EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

When subject to certain types of light effects, some people are prone to epilepsy attacks, leading to loss of consciousness. This may be due to images flashing up in quick succession, simple geometric figures in repetitive movement, or lightening and explosion flashes. Such attacks can occur without warning when watching video games featuring these effects (even if the viewer has no previous medical history of epilepsy). If you or a member of your family has already shown epilepsy-related symptoms in the when subject to such lighting effects, you should consult your doctor before viewing this game. Parents should be particularly careful with children before playing video games. If you or your child experience the following symptoms: dizziness, problems focusing, eye or eye-muscle contractions, troubles balancing, involuntary movements or spasms, or momentary loss of consciousness - then you should stop playing immediately and consult your doctor.

Precautions to take during use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

System requirements	3
Installing the game	4
Starting the game	5
The main menu	6
Options	8
How to play	11
Icons used in the game	13
Menus and controls	14
Saving your game	18
Credits	19

SOFTWARE PIRACY

Any non-authorized reproduction of this product, be it total or partial, is a crime. Software pirating harms consumers, developers, publishers and the legitimate distributors of this product. If you think this product is an illegal copy, or you have information about pirated products, please contact our Consumer Service by telephone: (514) 390-0333, Ext. 261

Online Support

Please visit the Technical Support section of our web site at:
www.microids.com

In case of any problems, do not hesitate to contact us via mail:

Microids Canada Inc
87 prince Street, room 140
Mtl, QC, Canada
H3C 2M7

1. Installation

1.1 System requirements:

Windows 98/Me/2000/XP

Pentium II 350 MHz processor

16 MB Direct3D (DirectX 8.1) compatible 3D video card

64 MB RAM

400 MB available space on hard drive

16X CD-ROM drive

DirectX 7 compatible sound card

Recommended system requirements:

Pentium III 800 MHz processor

32 MB Direct3D (DirectX 8.1) compatible 3D video card

128 MB RAM

24X CD-ROM drive

1.2 Installing the game

CAUTION: Make sure that no other program is running on your computer before beginning software installation.

Insert CD1 into your CD drive. If the installation does not launch automatically, double-click on **My Computer**, then click the **Compact Disk** icon and run the **Setup.exe** program. Alternatively, click the Windows **Start** button and choose the **Run** option. In the dialog box, type: **D:\SETUP** (where "D" is the letter representing your CD drive and press **Enter**.

Once the installation program is launched, carefully follow the instructions displayed on screen.

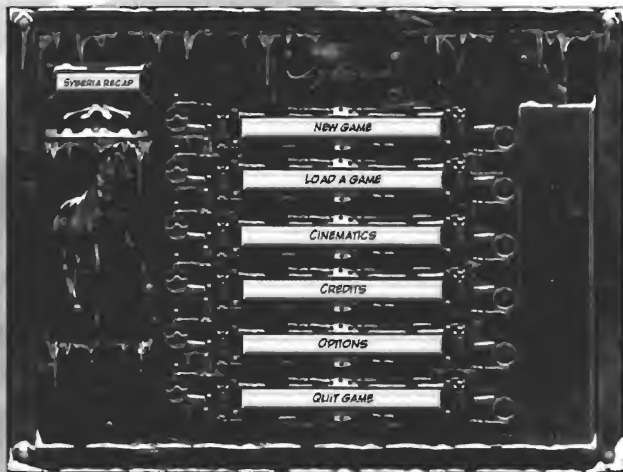
By default, **Syberia II** will be installed in the folder **C:\Program Files\Microids\Syberia2**. You will have the option of selecting another folder during installation.

1.3 Starting the game

You can start the game:

- by double-clicking the shortcut placed on your PC's desktop
- by clicking on the Windows **Start** button, then choosing **Programs\Microids\Syberia2**;
- by double-clicking the **Syberia2.exe** icon in the folder where **Syberia II** is installed.

2. The main menu



Upon startup, Syberia II will present you with several options:

2.1 New game

When you play for the first time, an introductory cinematic will launch automatically and explain the situation you find yourself in at the beginning of the adventure.

2.2 Loading a game

Each saved game is represented by an image labeled with the date and the time it was saved. To resume a saved game, click the corresponding image with your left mouse button.

2.3 Cinematics

This option lets you view the cinematics that have been launched so far.

2.4 Credits

This option lets you view the list of credits for the game.

2.5 Options

This sub-menu lets you adjust the various graphics and sound options.

2.6 Exit

This option lets you close the game and return to Windows.

2.7 Syberia synopsis

This button gives you access to a synopsis of Kate Walker's previous adventures.

3. Options



3.1 Subtitles (Yes/No):

This option lets you choose whether or not to display subtitles of the conversations in the game at the bottom of your screen.

3.2 Resolution (High/Average/Low):

This option lets you adjust the graphic quality of the game to suit the

performance of your computer. High resolution (High) lets you enjoy all the visual effects and will provide for a richer playing experience. Intermediate resolution (Average) will let you deactivate the effects that place the heaviest demand on your computer, while still ensuring maximum quality. Reduced resolution (Low) deactivates a certain number of optional graphic effects.

3.3 Screen depth (16 bit/32 bit):

This option also enables you to adjust the graphic quality of the game to suit your computer's capacities. In 32-bit mode, the game utilizes a very large number of colors and thus provides optimal display. On the other hand, the 16-bit mode give you a boost in performance if you need it, but uses a more restricted range of colors. The 16-bit mode is particularly recommended for PCs with graphics cards of less than 32 MB.

N.B. With certain video cards that only offer 16-bit display (e.g. 3DFX Voodoo 2 and 3), the 32-bit option will not be available.

The game must be restarted to activate this option.

3.4 Anti-aliasing (Yes/No):

This option lets you to soften the contours of the characters in the game, making them more attractive. The majority of recent video cards (e.g. **Nvidia GeForce** or **ATI Radeon**), will let you control whether to activate this function through Syberia II or not. If you find that game performance is noticeably reduced, we recommend that you deactivate this option. Choosing this option with a video card that does not have the anti-aliasing feature will simply have no effect on the game.

The game must be restarted to activate this option.

3.5 Sound volume:

This menu lets you to adjust the volume of background sounds and voices.

3.6 Music volume:

This menu lets you adjust the volume of the music.

3.7 Keyboard/mouse:

This menu lets you select your favorite control mode.

4. How to play

Syberia II can be played entirely with either mouse or keyboard.

With the mouse:

- To move around and perform actions, left-click your mouse.
- To access the game menu, use an object from your inventory, consult your documents or use the cell phone, right-click your mouse.
- To interrupt a cinematic scene or a sentence of dialogue, press **Escape** or right-click your mouse.
- To run, double-click the left mouse button, placing your cursor over the place you wish to go to.

With the keyboard:

- To move around, use the **directional arrows** on the keyboard
- To perform an action or to interact with the environment, use the **Enter** key when you are close to an action zone.
- The **Enter** key is also used to validate actions.
- To interrupt a cinematic scene in the game, or a sentence of dialogue, press **Escape**.
- The **Escape** key is also used to get out of menus or cancel an action.
- To run, keep the **“Shift”** key depressed while using the directional arrows.

5. Icons used in the game



No action possible



Possible action in this zone



Go to this place



Change scene



Talk to a character



Zoom in on a zone



Lets you grasp an object



Return to normal view
(after close-up or reading a document)



Turn the pages of a document

6. Menus and controls



6.1 The inventory menu

To succeed in your quest, you have to recover a number of objects that will be indexed automatically in your inventory. To access your inventory, right-click your mouse or press the **Escape** key on your keyboard.

To select an object, click on it using the left mouse button (with the keyboard, move the selected box using the **directional arrows** and validate your choice by pressing **Enter**). The selected object will then appear at the bottom

left of your screen. To leave the inventory without selecting an object, click the right button of your mouse (the **Escape** key on your keyboard).

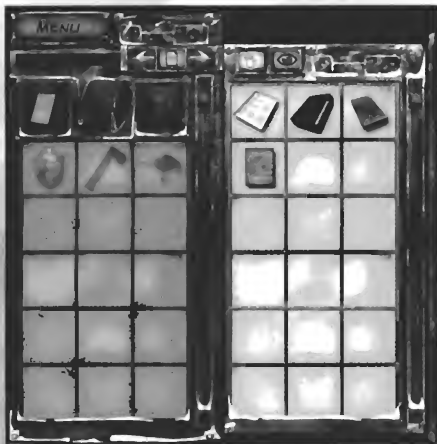
To use an object, select it then click on the zone or the character you wish to use it on (on the keyboard, press **Enter** when you are close to the action zone). If the selected object cannot be used, the “*No action possible*” icon appears.



6.2 The cell phone

When Kate receives a phone call, she automatically answers it using this telephone.

To make a call, click the telephone icon in your inventory. The “*cell phone*” interface then opens. You have to dial the 6 figures of the telephone number corresponding to the person you wish to speak to. Your telephone also stores numbers in its memory that you can consult by clicking on the up/down arrows. When you have entered the 6 figures or you haven't chosen a number from memory, press the “*Send*” key. When your call is over and you do not wish to make any other calls, click the “*Close*” key.



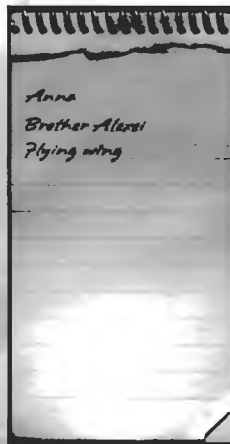
6.3 Documents

To consult or use your documents, click on the “Documents” icon in your inventory.

To consult a document, click on the icon representing an eye, then click on the document of your choice (on the keyboard, use **directional arrows** and **Enter** to validate).

To use a document, click on the icon representing a hand, then click on the document of your choice. Documents are used in same way as objects.

In keyboard control mode, **PageUp/PageDown** lets you change pages, **Home-End** lets you increase/decrease the zoom factor, while the **directional arrows** let you scroll through the image on screen.



6.4 Conversation

If you point at a character with your cursor and it transforms into the “Talk to a character” icon, you can speak to him or her. To start a conversation with a character, click the left mouse button (the **Enter** key on your keyboard). Certain characters will be more talkative than others.

In addition, you can organize your discussion using the “Conversation log” that then appears. This shows a variety of topics and you can focus on the ones that interest you by clicking on them in the “Conversation log” (from the keyboard, move your selection using the **directional arrows**).

When you wish to end a conversation, click on the arrow located at the bottom of your Conversation log (use the **Escape** key on your keyboard).

The list will be progressively enriched with new topics as the adventure progresses. Their availability is indicated to you by a sound message and the appearance of an image of your note-book at the top right of the screen for a few seconds.

7. Saving Your Game



To save your game during gameplay, right-mouse click or press the **Esc** key to access the In-Game Menu, select **Menu** and then **Save Game**. Click on the empty slot to save your game, select **Return to Game** and you will then return to gameplay.



Loading a Saved Game

Each saved game is represented by picture and is dated with the day and time of saving. To load a previously saved game during gameplay, right-mouse click or press the **Esc** key to access the In-Game Menu, select **Menu** and then **Load Game**. Left-mouse click on the saved game you wish to return to.

**Author and
Art Director**
Benoit Sokal

Project Manager
Marie-Sol Beaudry

Lead Designer
Stéphane Blais

Lead Artist
Nicolas Cantin

Lead Animator
Frédéric Gagné

Lead Programmer
Rémi Veilleux

Lead Integrator
François Tétreault

Game Design
Patrik Méthé

**Modeling and
Texture Art**
Mathieu Aerni
Mélanie Caron
Jean-François Carrier
Hubert Corriveau
Patrick Gagné
Sébastien Hubert
Vissal Ong Nguon
Maxime Pelletier
Martin Redmon
Johannes Thé
Mélanie Tremblay

Animation
Julien Belley
Philippe Greffard
Patrick Gosselin
Luc Lanteigne
Elspeth Tory
Jean-René Trudel
Martine Quesnel
Clint Lewis

Programming
Éric Martel

Integration
François Aubé
Markus Gauthier
Dany Genest
Jean-Pierre Lajoie
David L'Heureux
Christopher Weiler

Q/A Manager
Rémi Hachoud

**Production
Assistant**
Anny Paquin

**Marketing and
Press**
Sylvain Awad
Cédric Orvoine
François Picard

**Network
Administration**
Elliot Gozansky
Rami Darwish

Testers
François Alain
Philippe Champagne
Marisol Dumas-Perreault
Kyle Malette
Geneviève Routhier
Sylvain Schmidt
Allison Skerl
Matthew Slade

Focus Group
Chantal Bourret
Eric Dagenais
François Déry
Mireille Forget
Brigitte Kuchma
Jennifer Lebel
Normand Lebreux
Trang Dai Nguyen
Pascal Marier-Dionne

**Voice Recordings /
Localizations**
Frédéric Plez
Linda Samuel
Stanley Simon
Matthew Slade
Linda Tétreault
Dominique Thériault
Eric Yorke

**Motions Capture
Actors**
Geneviève Bélisle
Marie-Ève Larivière
Daniel Mercille
Joël Melançon

Audio Production
Wave Generation

**Sound Design and
Music Supervisor**
Michael Elman

**Audio Project
Manager**
Noémie Dupuy

**Music Composed
and Performed by**
Inon Zur

**Sound Effects
Creation and
Cinematic Mix**
Josué Beaucage

**Voice Recordings /
Localizations**
KBP - Paris

**Artistic Direction,
Cast and Production
(KBP)**
Ambre Bananier
Dimitri Bodiansky
Ariane Lacroix
Pascal Morawe

**Voice Talents
(English)**
Christian Erickson
Christine Flowers
Jodie Forrest
David Gasman

Jerry di Giacomo
Peter Hudson
Sharon Mann
Nicholas Mead
Barbara Scaff
Joe Sheridan
Jimmy Shuman
Allan Wenger
Dana Westberg

**Voice Talents
(French)**

Michel Barbey
Jackie Berger
Françoise Cadol
Hubert Drac
Jean-Louis Faure
Christian Fisher
Luc Gentil
Stefan Godin
Claire Guyot
Marc Moro
Christophe Lemoine
Marie Vincent
Marc Perez

**Voice Talents
(German)**

Jochen Hagele
Paula Klein
Andrea Koch
Werner Kolk
Richard Sammel
Andrea Schieffer
Florian Schneider
Jorg Schnass

Peter Semmler
Doris Streibl
Peter Wollash
Yoakim Seitz
Christian Stonner

**Voice Talents
(Italian)**

Marco Balzarotti
Raffaele Fallica
Donatella Fanfani
Gianni Gaude
Cinzia Massironi
Giorgio Melazzi
Claudio Moneta
Emanuela Pacotto
Antonio Paiola
Stefania Patruno
Silvano Piccardi
Riccardo Rovatti
Luca Sandri

**Voice Talents
(Spanish)**

Jesús Barreda
Felicidad Barrio
Antonio Cobos
Rais David
Inma Gallego
Arturo López
Aparicio Rivero
Tomás Rubio
Ana Siller
Enrique Suárez
Salvador Serrano
Maite Torres

Localization

Astrid Forstbauer
Alessandra Neve
Bruno Tarrade
Nick Underwood

Additional Crew

David Chapados
Olivier Fontenay
Stéphane Grefford
Richard Néron
Didier Poulain
Hugues Richer
Alex Touikan

Thanks to

Nicolas Augustin
Fabienne Benveniste
Mike Berson, iograffi
Karine Boulianne
Vincent Brisebois
Karine Charlebois
Chantal Couture
Virgile Delporte
Kelly Hynes
Catherine Peyrot
Franck Quero
Jeff Roberts
Martine Sokal